



THE L.I.A.U.G. LIGHTHOUSE



THE NEWSLETTER OF THE LONG ISLAND ATARI USER GROUP
OCTOBER/NOVEMBER 1986 VOLUME 2 NUMBER 6



A MONSTER OF A PROGRAM



LONG ISLAND ATARI USER GROUP



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The LIAUG LIGHTHOUSE

The Newsletter of the Long Island Atari Users Group

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* Antic's On-Line Magazine. *
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* Panasonic for their KXP-1092 printer. *
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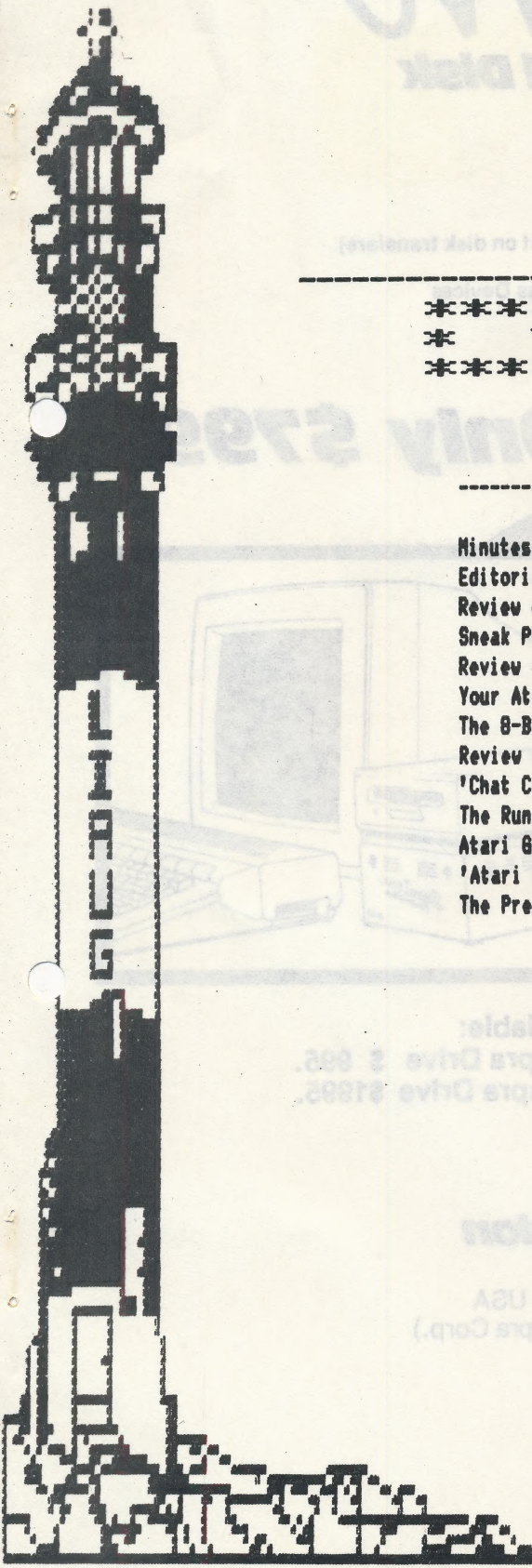
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***** * Table of Contents ******

Title	Author	Page #
Minutes of the 9/86 LIAUG Meeting.....	Georgia Aalto.....	1
Editorial 10/86.....	Rich Schmitt.....	1
Review of 'Typesetter'.....	John I. Aalto Jr.....	3
Sneak Preview of Comdex.....	Jill Consor.....	5
Review of 'Leader Board'.....	The Big 'J'.....	6
Your Atari's Ports.....	Bruce Pleat.....	7
The 8-Bit Librarian's Column.....	Rick Berry.....	10
Review of Computer Eyes.....	Jim Woods.....	11
'Chat Call'.....	Sysop-Rich.....	13
The Run Time Rumor Mill.....	Louise 'Rona' Sims.....	14
Atari Goes Public.....	BBS Upload.....	15
'Atari Writer' Breakthrough.....	William Lewis.....	17
The President's Column.....	John I. Aalto, Jr.....	18



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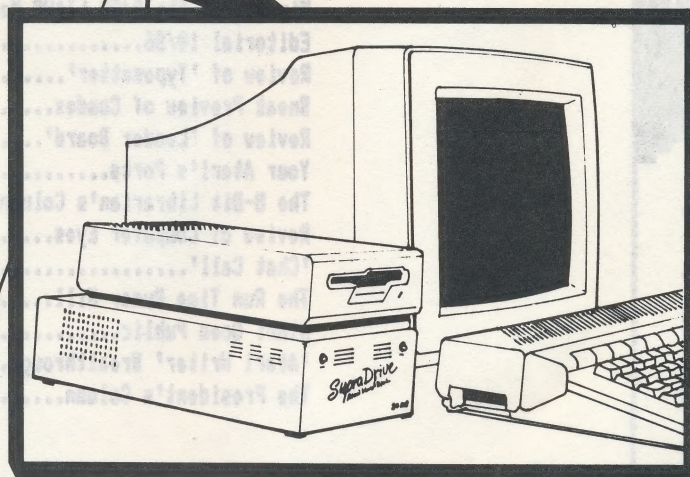
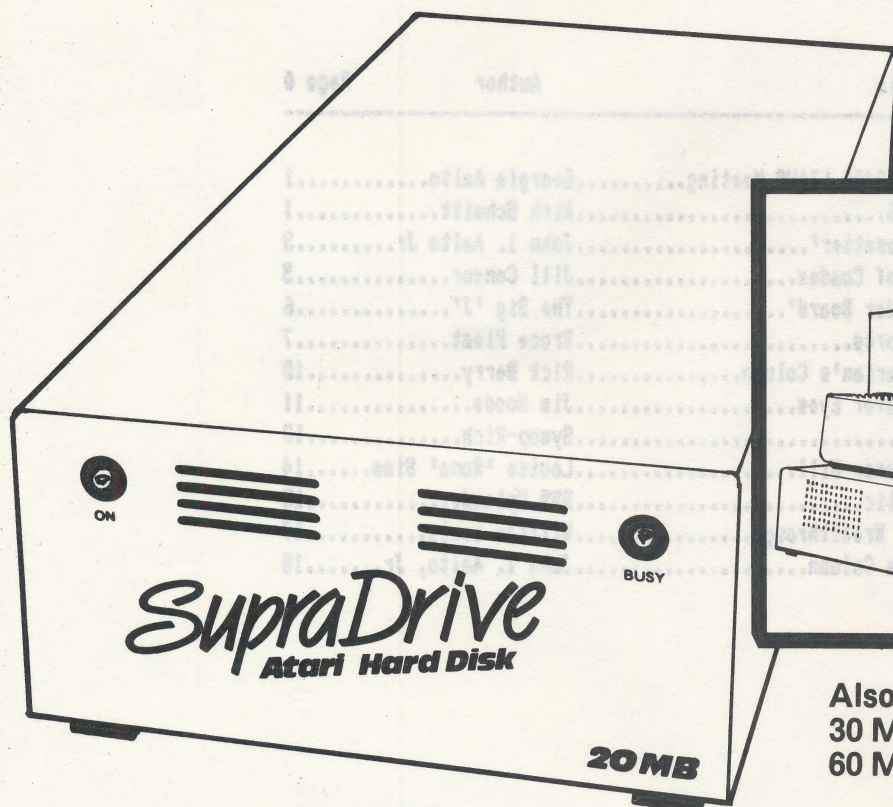
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Minutes of the 9/6/86 LIAUG Meeting

By
Georgia Aalto

The meeting began a little later than usual. There were no new user SIG's or repeat demonstrations of software this month. Rich Schmitt demonstrated the program 'Space Base' from Antic magazine, it cost \$19.95. This program is good for casual observing but has no access to printer and does not have complete star system. You can print out your own documentation but can not save or print screens. It has a very general sky map and can't show time changes, (but can do lots of scrolling). Rick Berry demonstrated several public domain disk's that are new in LIAUG's library. 'Death to Commodore' which is a graphic demo by Scott Edmond, modified by Greg Simeone. 'Hill Street Blues' by Paul Mills. Andrew Burling from "AURA" a St. Louis member, 'Hypno' a Hypnotizing pattern i.e. waterfalls and kinetic patterns. From Atari 130XE manual, Triad Created by Beeps.

The official meeting began after returning from our lunch break. John Aalto, the president, made the announcements of no pirating allowed at our meetings and any copyright software that is demonstrated must be the original store bought merchandise. He also made mention of the 1st annual LIAUG picnic at Southaven park earlier in the month. The Colonie Hill micro computer fair is coming up in November, which LIAUG hopes to attend. Since the last one was a success we thought we would try again. There was talk of other BBS's, which brought to the attention, that we are looking for someone in the group to possibly run a LIAUG BBS in Suffolk county. Also possibilities of the newsletter being available in disk form for our public domain library.

After announcements where made, Rich Schmitt demonstrated the Atari 'Planetarium', the cost is \$37.95 and the command card is attached to the instruction book. This program displays the universe, gives 72 to 9 degree increments of viewing, the cursor is slow, has sky changes but no degree changes, can track a stellar body. The sky option is that your looking up at the sky and viewing the constellations lined up. Sound set up for younger people, (sound is just a roaring noise). No key or joystick repeat. Gives Julian and Gregorian calendar. Names the stars and gives locations and gives degrees of planets. Rich is writing a program to allow this program to work with a double density drive. Rick Berry demonstrated 'Orbit', a game, can print out instructions has no command card, magnifies view.

Later for more excitement we had our door prize raffle; Ken Whritenour won 'T.G.I.F.' by MicroComputer games, Jason Nimark won 'Timewise' by Atari, and Richard

Fantasia won a Pac Man key ring.

Bruce Pleat went on to demonstrate NYDOS 2.0 which is upward compatible to Atari's DOS 2.0 and 2.5. He also demonstrated ICD's SpartaDOS.



Editorial 10/86

By
Rich Schmitt



Yes, this turned out to be another bimonthly issue and I'll say that I'm sorry again. Back in the old days when I had a lot of free time, I never realized just how much work this newsletter was. Now, after several months at a new job, an endless amount of dying hardware and a rather long disheartening involvement with a new car dealership, things are beginning to wind down. We do have full intentions of publishing a December issue and hope to remain monthly thereafter. Please don't feel that you're being cheated however. These last two bimonthly issues have contained all the articles that would have been published in four issues. So you have the same amount of material, one a month late and the other a month early (?).

Apologies aside, I'd just like to make a few comments for those of you who may have felt that the Atari 8 Bit line was dying a slow death. Last weekend I was browsing through Compuserve and stopped by the Software Discounters on-line catalog. I sat there for a half hour or so and drooled over the number of new and exciting titles. I could easily have ordered over a hundred dollars worth of great programs in that small period of time (I didn't have the credit card handy, thank goodness!).

I can only imagine that for some unknown reason the developers decided to wait for the holiday season to release a mass of new titles for our little old 8 Bits. That's great, except that now I want so many new programs I'll never be able to decide which ones to buy first. At least we won't suffer for a lack of reviews in the next few months.

Speaking of the next few months, I'd like to bring up a slightly more serious issue. Coming in January will be the next nominations for LIAUG officers. Hopefully some of you know that my position here (as Editor) is an elected one. I can't honestly say how things will turn out but at this time I am thinking of not running for another term. I really do enjoy putting together this newsletter and it has come a long way in the past year and a half. However, as you might have noticed in the past few months, I no longer have the time needed to create the type of newsletter that I'd like to see us all have. If things ease up before the nominations, I'd be more than happy to try another six months but if they don't, I just thought I'd let you all know that someone out there should think about taking over. Time will tell...

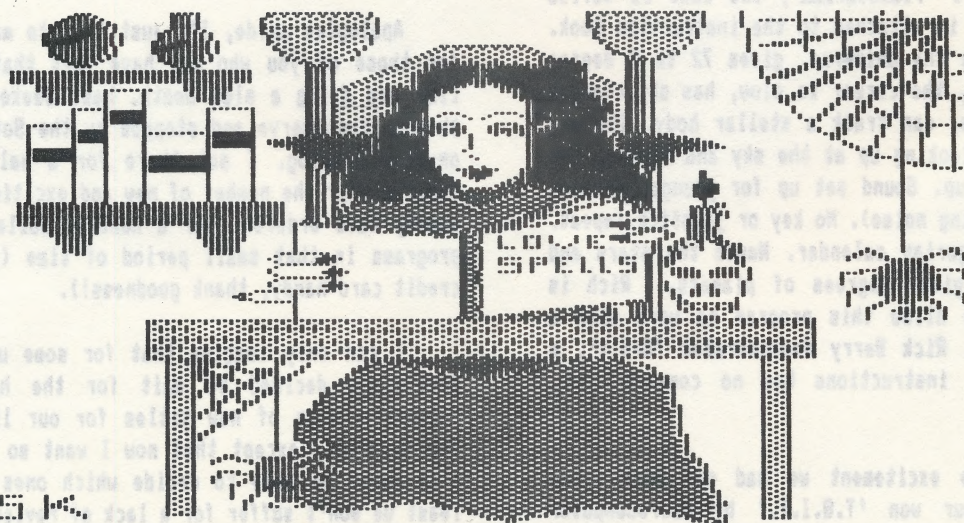
I would hate to leave you all on such a negative note so let's try to cheer things up a bit. As far as the

Lighthouse, we're hopefully starting a series of technical articles from Bruce Pleat and finally have some first hand ST news coming from Chris Durante. Both are long overdue and very welcome. I would also like to mention that this is just about the first issue we've put together without a single download from Antic's on-line magazine and I think it's a pretty good issue. Of course we all appreciate Antics help, but with *YOUR* help, look at what we can do. Let's keep up the support and we'll show everyone what a great newsletter looks like. (By the way, this is just a sneaky way of asking for more of your great articles.)

Speaking of support, are you going to the Long Island Computer Show at Colonie Hill in November? LIAUG will be there for the second time with more tables, great demos, videos and anything else we can think of to draw in the crowds. It was fun to see members show up and say 'Hi' at the last show, so I hope you're planning to visit us at this one also. We'll notify everyone of the exact time and date (and maybe even give some directions).

I hope all the holidays in these two month's were (and are) good to you and as for MY favorite, have a

HAPPY HOWL-O-WEEN





Review of Typesetter

by

John I. Aalto, Jr.

Typesetter
XLEnt Software
P.O. Box 5228
Springfield, Va. 22150
\$34.95 Disk
48K & 130XE versions



'The graphics utility that leaves others in the Stone Age'. You will get no argument from me negating this claim. The end results of Typesetter are only limited by an inadequate manual and, once that hurdle is overcome through practice, your imagination. I might as well as add that while this is the prime program of the series, it is only the kernel of an interlocking series of graphic utilities that give you ultimate control over your printer. One practical upshot of this is that you'll be buying at least XLEnt's Rubber Stamp (\$29.95), graphic disks such as the White Lion Software's (P.O. Box 357, Ridge, NY 11961) Typesetter or Rubber Stamp Graphics Library (T.G.L. Vol. 1 - \$24.00, Vol. 2 - \$29.95), probably XLEnt's Page Designer (\$29.95) and MegaFont II+ (\$24.95). And, oh why not, a 130XE (aprox. \$139.00). This last recommendation I make because Typesetter was influential in my upgrading from my beloved 800 for the added ease of use and increased resolution.

CAUTION: This is not a program that I would recommend to people who have trouble with Print Shop. The program does not lead you by the hand through a limited number of options. While you can achieve amazing results, you will have to pay your dues in time and effort expended to get past an initial period of awkward frustration. I mentioned White Lion's graphic disks for just that reason. One BIG gap in Typesetter is it's manual. While the commands are explained, due to the extensive use of keyboard commands and the ubiquitous flexibility of this program as well as lack of a command card or even command summation, some thought should have been given to demonstrating the process or approaches of achieving inter graphic program results. Fortunately Ira Brickman includes tutorials and helpful hints as text files on the Graphic Library disks. Art requires technique and I like to thank Ira for his insights on these programs. All in all, my suggestion is to use Typesetter to create your own form of command card.

Now to the end result. Say good bye to chunky printed lines, unless you want them. Typesetter started from the premise that a printer can obtain resolution greater than that of the screen resolution of an Atari. Typesetter 65

attains a resolution of 704 pixels wide by 624 high and Typesetter 130 a resolution of 768 pixels wide by 672 high. Contrast that to Atari's resolution of 320 pixels wide by 192 high. Your Atari screen will act as a partial window over a larger page screen. Additionally this page is dealt with as top and bottom halves of the main screen. Feel free to fool your friends by telling them that you just got a Macintosh and 'look how good this print out from it is'.

On to an example of using this program. You own a very rare dog. You are dreadfully afraid that your doggie will either be lost or dog-knapped. So you get out your video camcorder and Computereyes and digitize your poochie in graphics mode 8. Or pose your little arf-er and use Atari Artist to draw a 7+ graphic screen. You then boot up Typesetter 130. The initial menu gives you TEXT EDITOR, SKETCH PAD, PRINT OPTIONS. Choosing TEXT EDITOR you get a blank screen with a status bar at the top. For our purposes, you press CONTROL/N. The I/O Screen is called up allowing disk access. From this menu you can choose to read the directory and to autoload a font or Typesetter 130XE page, to directly load a character set or 130XE page, to save a 130XE page, load a Page Designer Page, load Graphics 8/7+ screen (aha!), or a page made with Typesetter 65. You can also EXIT to the Text Editor or the Main Menu.

We choose the load graphics 8/7+ option. We are prompted for a (n)ormal or (e)xpanded load. Expanded widens the picture to fill up the larger margin area of a Typesetter page. After loading we go back to the Text Editor. What we see on the screen is the upper left corner of a Typesetter page. If you are familiar with spreadsheets you will recognize the similarity of the two. In the Text Editor mode your window can now be scrolled across the page toward the right side and you will start scrolling across your dog's picture which has been centrally located on the page. Because this is going to be a lost dog poster we'll leave the picture there. However, using either the Sketch Pad function or Rubber Stamp, an icon of varying sizes could be made of this picture allowing for the flexibility of placement available with icons. With a minor qualification, a picture file can be divided into four icon blocks. Although your dog's picture will be printed out in varied sizes. The vertical half allows the highest resolution. The reduction of page height only enhances the sharp quality of the print out because no detail is lost, only reduced.

In fact if the quality of the picture is poor, your next move might be to go to the Sketch Pad. Sketch Pad is for drawing icons. By using its ability to capture an icon size portion of the Typesetter page you can add finer detail to your final picture and return this to the main page. Note that if you had Rubber Stamp you would be able to convert the Print Shop doggie icon into a Typesetter icon or a graphics 8 screen and, again, refine this icon

for smoothness of line and use it on our lost dog poster.

The placing of icons on a Typesetter page from the Sketch Pad baffled me and I wish that the manual had made the nature of screen movement clearer. My confusion was compounded by problems I had using the Atari Artist touch tablet. In accessing the status line of the Sketch Pad I have had trouble getting on and off the line. The manual doesn't make it clear enough for me on the use of the touch tablet in this function and I felt equally confused when I toggled from the Sketch Pad screen to the Typesetter page (MAIN). While they do mention that you then scroll with cursor keys it forgot to mention that the window stays still in relation to the page as the page is moved in relation to this stationary window. The net effect is that when you are pressing the arrow key for down you are moving up the screen. When you press the right arrow key your window scrolls to the left and your cursor from the Sketch Pad mode remains on the status line removable only if you toggle back to the Sketch Pad from the Main page screen. Although I knew there was a better way, I found myself exiting to the main screen, moving this screen in order to position the icon on the page and then exiting back to the Sketch Pad and then copying the icon to the Main screen.

Of course, once I was told how to do it, the ability to toggle back and forth between the two screens and to easily align icons accurately with one another was greatly appreciated. In regards to the Sketch Pad I should also mention that it has a number of familiar drawing functions including fills, brush sizes, circle and sphere drawing. In the 130XE version you can use either a joystick or touch tablet for cursor control in addition to the arrow keys.

So for our purposes we have enhanced our dog's picture and are ready to add text. We go to the main menu and select the TEXT EDITOR. You decide to put dollar signs (\$\$\$\$) on either side of the picture and REWARD on the top and bottom. You could actually type continuously around the picture as you are able to control the direction of the typing. Vertical up and down. Horizontal left or right.

While you can access the I/O menu and load any standard altered Atari character set, several fonts are readily available. The standard Atari font is the default. A graphics font allows you to add patterned areas or borders (using the typing direction function). A control character font corresponding to the Atari control characters. And for the XL and XE series, access to the resident International font.

For your first line under the picture you decide to have large letters saying LOST DOG. If the line spacing has enough room, you can make a character 8 columns wide and up to 8 rows high.

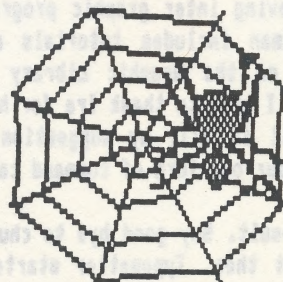
Other features that allow you further pizzazz are the character rotation function (90, 180, or 270 degrees) and the ability to shift the entire page 1/8 of a column in any direction. This allows for fine control of character placement on the page and page placement.

The final option on the main menu is for printing. Of the options it is the most straight forward. Is your printer Epson or Prowriter compatible? Do you wish to print in vertical full height, vertical half height or horizontal full height.

As I've grown accustom to using this program I find myself enjoying it more and more. It's power whets the appetite of the imagination. Of course it is becoming essential to the quality of the graphics in our newsletter. There is really no turning back to the simpler days of just Print Shop icons. Other thoughts crowd the mind as well. Gee...this could be used as a word processor to write in large letters to someone who is sight impaired...or creating a rebus (where a icon of an eye represents the pronoun 'I', a bee icon 'be', etc...). This program cannot be avoided by anyone serious about graphic use with an Atari.

One particular area that I think deserves a special comment is the packaging. I always disliked opening an oversized box of air. Thank you who designed this package. It is the first functional packaging I've come across. It is a plastic binder the size of a medium notebook that allows you to store both the instruction pamphlet and the disk. While the disk has gone into my disk bank, it is nice to easily locate the manual and it also makes for a likely traveling case.

I'm going to end my review here. By it's nature the potential of Typesetter is intimately tied to the other programs that work with it. My next review will be on Rubber Stamp and in demonstrating the features of this program I will also be showing the added dimensions available to Typesetter. This series of programs is unique in its broad range of graphic abilities and if the finest and most flexible graphics program is what you want for your eight bit system, here it is.





Sneak Preview of Comdex

By

Jill Consor

Chairperson of the Long Island Computer Association:
Atari Special Interest Group

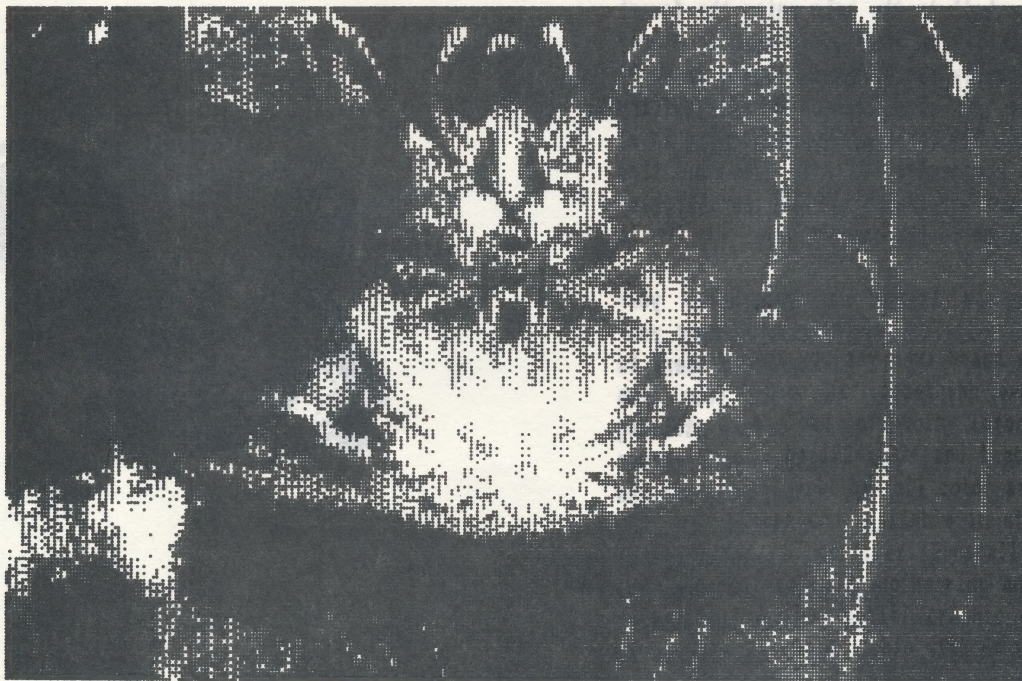
I have some new news for most of you about the new line of Atari computers that will be debuted at Comdex this fall. First an update for some of you that just woke up from being asleep for the last year. The Atari 520st and 1040st have been in the apple of the public eye for about a year and a half. It's a 16 bit computer that is available with either a monochrome monitor (selling less than \$500.00 as of this moment) or a full color monitor. The resolution is extremely high along with lots of other fantastic features. But that's old news.

The new news is that Atari is coming out with a new line of computers known as the 'TT'. I have some features that you may be interested in. It will run on a Motorola 68020 chip and will be equipped with a few megs of memory. It will run on a Unix system 5 and it will definitely have high screen resolution. It is a 32 bit microchip processor. It should be available in stores in February. The cost will be approximately \$2499.00 Also, if you are interested, the line 'TT' stands for 32/32. All software made for the ST will be compatible for the TT. But it won't work vice versa in a way that all software made for the TT will not be compatible for the ST.

But some of you may have heard some rumors about 'TT' already. Now time for something even newer.. the Atari 'EST'. Get a load of this information. It's screen resolution will be 1024x1024 and that my friends is not an exaggeration. It will be full color as well. It too will be debuted at Comdex and available in stores in February. The EST is a newer ST computer. Generally, it will be helpful to people who are into engineering and have an interest in CAD. There will be special graphic chips included. There will possibly be an AMY chip with 64 voices.

Also, something else that Atari is making now. A 1200 Baud modem that will be direct connect (no interface for Atari owners). It will also be 100% Hayes Compatible. It will sell for less than \$100.00 The release date was not available to me when I did my checking out of this info.

That's all I have for now, but you will be the first people to know if I get any new information.





Review of LEADER BOARD

By
THE BIG "J"

ACCESS Software Inc.
2561 South 1
568 West Woods Cross, Ut 84087
(801) 298-9877
Price: \$34.95



I must admit that, with the exception of a few simulations from Micro Prose, I have not been very impressed with the selection of software I see in the stores. However, a few weeks ago I saw a golf simulation on an ST called Leader Board. It was a refreshing change from the tasks of saving the universe or running for your life from the nasty creatures that inhabit entertainment software. Don't misunderstand me, these games are fine but sometimes you need a change.

Leader Board affords me this break with a simulation I consider to be one of the best ever devised. Not having an ST I thought that it would be a while before I could enjoy this game on my 8-bitter. Great news though! A friend discovered, in a copy of Analog, Leader Board was now available for the ATARI 8 bittters for about thirty dollars. At this price, even I could afford it. Leader Board offers you a choice of four different courses that can be challenged by up to four players.

There are three levels of play: Novice for the beginner, Amateur for the more experienced player, and if you are exceptionally talented, Pro level. The object of the game is to sink the ball in the hole using the fewest number of strokes possible. You must avoid hazards placed around the course. Admittedly the ST sports better graphics with the use of trees and sand traps. The playability suffers not at all on the 800 version. The difficulty level of both simulations is comparable. It does take some time to learn how to use your equipment (If you already play golf you will adapt quickly to the concept).

Once your program is loaded you need only your Joystick to control the play. In the beginning keep your finger off the fire button, once it is depressed there is no turning back, it is important to check your club selection and the position of the cursor before striking the ball. To select your club and position your cursor simply move the handle up and down for clubs, and left and right for positioning the cursor. A chart in the documentation will help you to learn the capabilities of each club and how to hit the ball using power and snap. The difficulty varies on each course, with 1 being the easiest and 4 the most difficult. A driving range is offered to

practice and learn the capabilities of each club.

The documentation also offers a chart on club capabilities. On your screens right side you will see a power gauge, this controls the power and the snap of each shot. To strike the ball for distance and loft you use your snap. To do this you depress the fire button until you reach the desired power level, releasing the button at this point. For power you depress the button and upon reaching the desired power level you press it a second time.

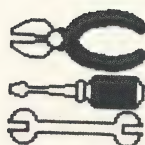
Putting takes skill, coordination and a lot of practice. When your ball is on the green your putter is activated, since it is the only club you may use on the putting surface. A pin placed on the green indicates slope (uphill and downhill) and which way the ball will roll. For example, if the pin points to the left and its shadow is pointing down, indicating a downhill lie, you would hit the ball to the right and use a bit more power, and vice verse.

Once you have learned the aspects of the game you will find Leader to be quite entertaining and a formidable challenge. Many hours have already been spent in heated competition, till all hours of the morning, with many more 'meets' expected. So all you Arnold Palmers and Jack Nicalaus' out there, take my advice and pick up a copy of Leader Board. Good hunting.





Your Atari's Ports
by
Bruce Pleat
Sysop of the
Doctor Download East BBS
(516)-454-7698



I recently got this letter, edited for purposes of brevity, grammar, and humor:

Dear Doctor,

I am dying!!

I am trapped here, going back and forth between 65C02, a disk drive, 65C02, a printer, 65C02, a modem, and 65C02. PLEASE help me escape this drudgery!!

Help me escape this cycle!! I do it 1,789,790 times a second!! Sooner or later my body's growth will stagnate!!

Please help me find new avenues of escape, new ports to call on, new bus stops, new places to RAM!!

Can you help me, doctor??

Sincerely,

A bit tired of the same Atari Safari

Well, this doctor will supply you with many prescriptions over the next few articles.

Here was my response:

Dear Bitty,

Because I don't travel by car, I can't take you down avenues, but I do like boats, so I'd be glad to show you the use of several ports. I also can help you travel to bus stops (a little music, please...), and also tell you what you need to RAM your body to new heights of power!!

Just stay tuned... I will tell you about:

Joystick ports
SIO Port
600XL/800XL Parallel Bus
130XE Parallel Bus
Cartridge Port(s)
How to add RAM to your Atari
How to have speech synthesis

How to Atarize your own voice
How to Atarize pictures
How to control your lights, radio, TV, shower, oven, etc.
How to manage telescopes, robots, cars, garages, sprinklers, carts, etc.

When I finish this LARGE prescription, I guarantee you'll feel better. Okay?

Your Doctor,

Bitty's response was:

Dear Doctor,

I feel a bit better, now. I was hoping you could refer me to a specialist for food while you write up your prescription. Thanks a lot

Sincerely,

A bit better but below a byte, where I belong



My response:

Dear Bit-below-the-rest,

Well, for the best in eating for a disk drive dude like you, call my brother, Doctor Download, at 614-587-3774.

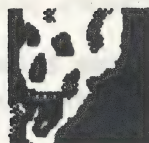
I'm glad you're feeling less RUNned down. I guarantee that you'll be more than a byte above the rest when I show you how to even hook up Apple cards to your beautiful Atari self. Then, I'll even give you some tools that'll make Apple cards useful!

Your doctor of disks,

On a more serious note, I should explain my plan at this moment for this series. (He has a plan?) Well, at least a general idea. (I told-ya-so!!)

Since I have seen a fairly large number of articles in ANALOG, the LIAUG Lighthouse, and Antic, I will just improve on those ideas first, and then go on to my own.

C I !Note- J=Joystick Ports
h IS ! S=SIO Port
a lo ! C=Cartridge Port(s)
p lu ! I L=600XL/800XL Bus
t ir ! d E=130XE Parallel Bus
e lc ! e I=Internal to Comp.
r le ! a
##!#####!



Bruce Pleat
23 Dover Lane
Old Bethpage, NY 11804-1605
(516)-454-7698

Main Plan; Rev. 1; 07/04/1986 19:25

Coming Soon:

01!Doctor!Bells and Lights, Part 1

Or, how to light up your life and fill it with "Bells and Lights".

Objective:

To use the joystick ports to control two lights and a buzzer.

Purpose:

To allow a sysop to know when a user is requesting a chat, and if the user has, at any time during his call, asked to chat.

Method:

Via a Joystick Port, connect two lights and a buzzer, with separate software and hardware control over each item.

Materials:

- 1 9-pin Female Plug; RS276-1538, 2.49
- 1 Hood for plug; RS276-1539, 1.99
- 6 One-foot wires
- 1 Piezo Buzzer; RS273-060, 2.99
- 1 8pin DIP Switch; RS275-1394, 1.29
- 2 Lights; 272-1128, 2/.79

Procedure:

As per this schematic:

```

/-----\
!1 2 3 4 5! Port A, farthest left
\6 7 8 9/  or forward
-----

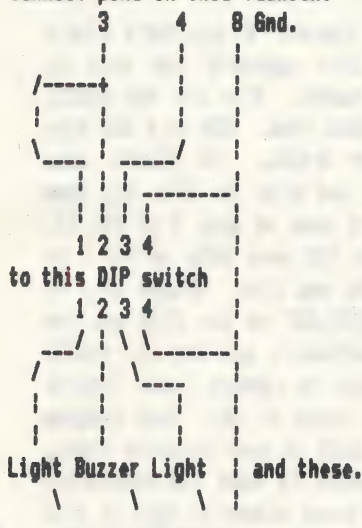
```

- 01!Doctor!J Bells and Lights Part 1
- 02!ANALOG!JS Will you Listen to me?
- 03!Antic !JS Stop Bossing me Around!
- 04!Doctor!S Bells and Lights Part 2
- 05!ANALOG!J 7-Bit Parallel Interface
- 06!Antic !J Morse Code Part 1
- 07!ANALOG!J 8-Bit Parallel Interface
- 08!Doctor!J Morse Code Part 2
- 09!Antic !J Printer Digitizer
- 10!Doctor!J Key into America Part 1
- 11!LIAUS !I RAM Upgrades Part 1
- 12!Doctor!IJ RAM Upgrades Part 2
- 13!Doctor!IJLE RAM Upgrades Part 3
- 14!ANALOG!J Arm your Atari
!Antic !
- 15!Doctor!I Bells and Lights Part 3
- 16!Doctor!LE Bells and Lights Part 4
- 17!Doctor!C Bells and Lights Part 5
- 18!Doctor!LE Telescopically Speaking
! ! Part 1, Sideral Control
- 19!Doctor!JS Answering Atari!
- 20!Norman!J Accountable Atari Part 1
!Wand &! [Including BruceBase, a
!Doctor! simple, yet good DataBase]
- 21!Doctor!JLECS My Atari is Alarming!
- 22!Doctor!J A Watered-down Pipe Organ
! ! Part 1, Sinks
- 23!Doctor!J A Watered-down Pipe Organ
! ! Part 2, Showers
- 24!Doctor!J A Watered-down Pipe Organ
! ! Part 3, Ovens
- 25!Doctor!J A Watered-down Pipe Organ
! ! Part 4, Air Conditioners
! ! and Heaters
- 26!Doctor!J Telescopically Speaking,
! ! Part 2, with an Ultimate
! ! Computer Object Locator!



Well, there you have it... A to Z (or 1 to 26, actually). I also plan control over cars, doors, carts, other appliances, and much, much more, if I live that long.

Connect pins in this fashion:



Leave switch #4 Open/On at all times, to reduce power needed.

Software:

Three pieces of software are necessary; initializer, handler, deleter.

The initializer is to set the handler up in the Direct Vertical Blank routine, to set PortA for output, and to turn off the lights and buzzer.

The handler simply lights up whichever lights you tell it to; POKE the handler location with 0 to turn both circuits off, 1 to keep the "asked to chat this call" light on, 3 to keep both that light and the "requesting chat right now" light and buzzer on.

The software is over-ridden by the toggle switches which can turn off each line individually. The initializer is relocatable, but the handler must stay at 1664 to 1673.

Call from BASIC:

HAND=1665:LITE=1664

X=USR(1675)

Init Assembly Code

```
SEI      78      120
PLA      68      184
LDA $D302 AD 02 D3 173 002 211
AND $251 29 FC 041 251
STA $D302 8D 02 D3 141 002 211
LDA $15 A9 0F 169 015
STA $D300 8D 00 D3 141 000 211
```



```
LDA $D302 AD 02 D3 173 002 211
ORA #4 09 04 009 004
STA $D302 8D 02 D3 141 002 211
LDA #0 A9 00 169 000
STA $D300 8D 00 D3 141 000 211
LDA $0222 AD 22 02 173 034 002
STA $1672 8D 72 16 141 114 022
LDA $0223 AD 23 02 173 035 002
STA $1673 8D 73 16 141 115 022
LDA #01 A9 01 169 129
STA $0222 8D 22 02 141 034 002
LDA #06 A9 06 169 006
STA $0223 8D 23 02 141 035 002
LDA #0 A9 00 169 000
STA $0680 8D 00 06 141 128 006
CLI      58      008
RTS
```

Handler:

```
*= $680
.BYTE 0 00 000
LDA $680 AD 00 06 173 128 006
STA $D300 8D 00 D3 141 000 211
JMP $0000 4C 00 00 076 000 000
```

Notes:

Poke 1664 with 0 when a user logs off, to turn off both the "asked to chat" light circuit and the "requesting chat" light-buzzer circuit.

Poke 1664 with 3 when a user is "requesting chat", to turn on both circuits.

Poke 1664 with 1 when the user goes back to the main prompt, to leave the "asked to chat" on.

If you don't want any of the three signals to go on, turn off the appropriate DIP switch.

A word to the wise...

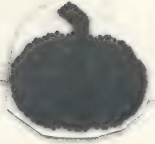
Please test the circuit thoroughly before connecting it to your computer. Although I am not responsible for what happens after you read this article, I would feel bad if someone's computer fried (or, worse yet, someone fried) because of my error.

Let me know how it turns out for you!!

Coming Soon:

02:ANALOG:Will you Listen to me?

Or, how to build an improved version of ANALOG #29's article, "Cheep Talk"!



8-Bit Librarians Column

By
Rick Berry



October's here and the temperature outside is starting to drop. There's frost on the pumpkin, the lawn, the windshield (YUCK!) but not on our library disks. They're hotter than ever and still the best public domain buy anywhere! So pick up a few to keep warm with this season.

On with the column. In case you missed that sparkling showcase presentation I gave last month, here's a brief recap. We introduced a new series of disks which demonstrate the great capabilities of Atari 8-bit graphics. Appropriately labeled, "DEMO 1" is a collection of "Oldies but goodies". After putting everyone in a deep trance with a demonstration of "HYPNO.BAS", paranoia was induced with squad car lights flashing on the screen as "Hill Street Blues" played softly in the background. I don't know if it was the paranoia or the calm created by sounds of water rushing down a mountain side (from "WATERFAL.BAS"), but everyone stayed glued to their seats afterwards. Sadly enough, only one copy was sold. We can do better than that! Remember all the good reasons you've read about in this column for buying disks? Use 'em for frisbees, trivets, etc. I've got a new one to add. How about a replacement for clay pigeons? You can always get away with saying you hit it every time. Just tell everyone, "sure...look at the hole in the middle, I really blew that one away!".

As for my demo of "ORBIT", there's no sense in going into detail about how I died of oxygen starvation as life support ran low. Besides it's not in our library so I'm not going to say anything more in this column about it except, "it's a really good, educational, action filled simulation - especially at \$15.95 (see Antic catalog). Oh yeah, and it was delivered in only 3 weeks; could this be a new trend?

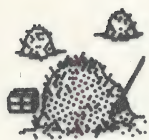
Moving right along, there will be more graphic demo disks in the near future and the picture disk section of our library is still under re-construction. On that last note, if you missed the showing of our first new picture disk (re-constituted by none other than da Pres.) and your a loyal Star Trek fan, you've missed something great! PIC 1 is a collection by Tracy Estes (better known as Micro Sis) of all the most famous Trek characters. As if that weren't enough, it includes illustrations and specifications of various ships in Star Fleet. They're a pleasure to watch as the pictures seem to come to life with the 'Fader' program which is also included on the disk. So beam this disk into your drive before the Klingons use their cloaking device on it!

A few last items before I finish. If you don't have a modem or just didn't feel like spending the time to download it, buy UTL 12 this month. I've put the public domain version of GDS.OBJ on this disk. GDS is a GEM type of operating system for your 8-bit. It didn't seem appropriate to create a whole new disk for this one item though, and there was plenty of room on side B of UTL 12. You can load GDS.OBJ from the DOS menu with option L or rename it as AUTORUN.SYS on its own disk. Either way, be sure to include the file DESKTOP.DAT on the disk you run GDS from. It's not fully functional, but buy it, you'll like it; so much so you'll want to contact Total Control Systems as soon as you get a taste of it! Just imagine what it would be like to sit back in your favorite chair, feet up on the desk with joystick in hand and manipulate files without having to roll a mouse around or type in file names! If you prefer, you can still use the keyboard for cursor movement (high speed too!). If you get the information on the fully functioning system before I do, please pass it on and I'll get it into the next column to share with everyone else.

If you didn't make it to the September. meeting, I said I'd put a modified version of DSKTOPRT.BAS on a library disk. It originally alphabetized your disk directory listing and printed it horizontally in four or five columns across the page. It also prompted you for a 25 character title (prefixed with "DISK = " when printed). I liked the sorted directory but horizontal I can do without. It doesn't leave room for comments! So I changed it to print vertically (still sorted) and used the remainder of the 80 column line for an underscore. If you're like me you'll appreciate the lines for notes; give me unruled paper and I'm all over the page. Appropriately, the title also accommodates 73 characters now. This gives you a little more freedom to be poetic and less cryptic with the title. Before going on to the last item, I should mention that I purposely made this program available in response to a special request by none other than our own beloved President. I think he's a great guy and has done a lot for this group and really deserves a little special consideration (no kidding!). So John, when the library opens for disk sales, we've reserved a place for you, first in line.

The last item is a rumor I've heard about some of our Telecom (MPP) disks not working. Since I only have a 1030, there isn't any way I can test them, so... Help Wanted! If anyone with an MPP modem would like to help out doing some testing, please contact me at the meeting or through the LIAUG BBS (via E-mail or leave a message on the TO/FROM LIAUG Message base).

Well, that about warps it up. Live Long and Prosper (so ya can buy PIC 1) and see all of you at the October meeting.



Review of Computer Eyes

By
Jim Woods



ComputerEyes
Digital Vision, Inc.
14 Oak Street - Suite 2
Needham, Ma 02192
Ph. (617) 444-9848, 449-7160
Price: \$129.95 (\$399.95 with camera)

Well, you say you spent a lot of money on your video system? Acquiring a video camera and a video recorder or maybe you bought a camcorder? You also say that you have spent a lot of money on your computer system? A computer, disk drives, interface, printer, etc? Well why not use them together?

Computer Eyes, from Digital Vision, is the link. I have seen the ads for Computer Eyes in the magazines and I saw the demo last year at the L.I.A.U.G. meeting. But I didn't realize the potential of this interface to join these two systems together until our own SysOp-Rich gave me a demonstration recently after receiving his Computer Eyes. Like many graphic utilities, you must use this program a few times to "get the hang of it" and after sitting and seeing what Computer Eyes could do, I immediately wanted to add Computer Eyes to my library. I started to dream of T-shirts. Yes, T-shirts that each of my children could wear with their own picture on the front. I could use any video tape in my library for the capture, even some candid shots of friends or relatives which I could give back to them on a shirt or anything else that could be printed on.

Well, without haste, the next day I called Alpha Systems (216-374-7469) and ordered my own Computer Eyes. I asked for Alpha's Computer Eyes package which included the Graphics 9 disk and Magniprint. I let them know that I was from L.I.A.U.G. and that I was anxious for their product, they sent it out without the normal three week wait. On the third day I received it from U.P.S. It's nice to know that there are people that still trust each other out there.

Let me tell you about Magniprint first. Magniprint is necessary if you want to be able to print out your pictures. It will convert about a dozen different picture formats including the Computer Eyes graphics 9 to the Magniprint format. After you have the file converted that you want to print, you go into the main program where you can edit and add text to your screen or you can go right into the print option. The print option allows you to print many sizes right up to a large poster size. If you attended the computer show at Colony Hill last spring, you saw an example of this at the L.I.A.U.G. booth. This program alone

should be in everyone's library that owns a printer.

Upon opening my Computer Eyes package I found it contained a disk, a manual and an interface which was a small black box with two knobs, a video jack and two joystick plugs labeled 1 and 2. I then read the owner's manual which I found to cover everything that you need to know to hook up and run the program. I then opened the graphics 9 package and found a disk and a manual which is an amendment to the original manual. This graphics 9 program is the same program as the original with the added capability of doing graphics 9 captures which leads to my first and really only complaint. I spent an additional \$12.00 for the same program, granted it had an update for graphics 9, but I feel it should have come as the Computer Eyes disk. Most companies update their software and release it for the new buyers and also give present owners a chance to update for a usually small fee. Hey, come on guys, I feel I shouldn't have had to pay an extra \$12.00 to get the updated version. Now that I've got that out, let me tell you about the program.

After loading the Computer Eyes program you are presented with the main menu. First you adjust the sync to match up the program, interface and video source then you adjust the brightness. The brightness control is the control you must constantly re-adjust to form the best picture. The manual does give suggestions on the best procedure to follow in setting up your picture. It suggests that you start your captures with the High-Contrast Capture to set your brightness. The menu gives you six different captures. The Normal, the 4-Level, the 8-Level, a High-Contrast, a Low-Contrast and last a Graphics 9 Capture. The Normal Capture is a graphics 8 screen taken in one scan. This takes about six seconds. The 4-Level Capture is also a graphics 8 screen taken in four scans for four different grey levels. This function takes about twenty-five seconds. The 8-Level Capture is the same as a 4-Level Capture using eight scans for smoother grey levels. In using graphics 8 captures, this function offers the best results but with the sacrifice of time.

Next we have the High-Contrast and Low-Contrast Captures. These are done in the graphics 'E' or more commonly the 7.5 graphics mode. This is the graphics mode most people are familiar with if you use the Koala Pad or the Atari Touch Tablet. This function takes about 18 seconds to perform and these screens can be saved in Touch Tablet format and loaded with the Koala Pad or Atari Touch Tablet for you to add your finishing touches.

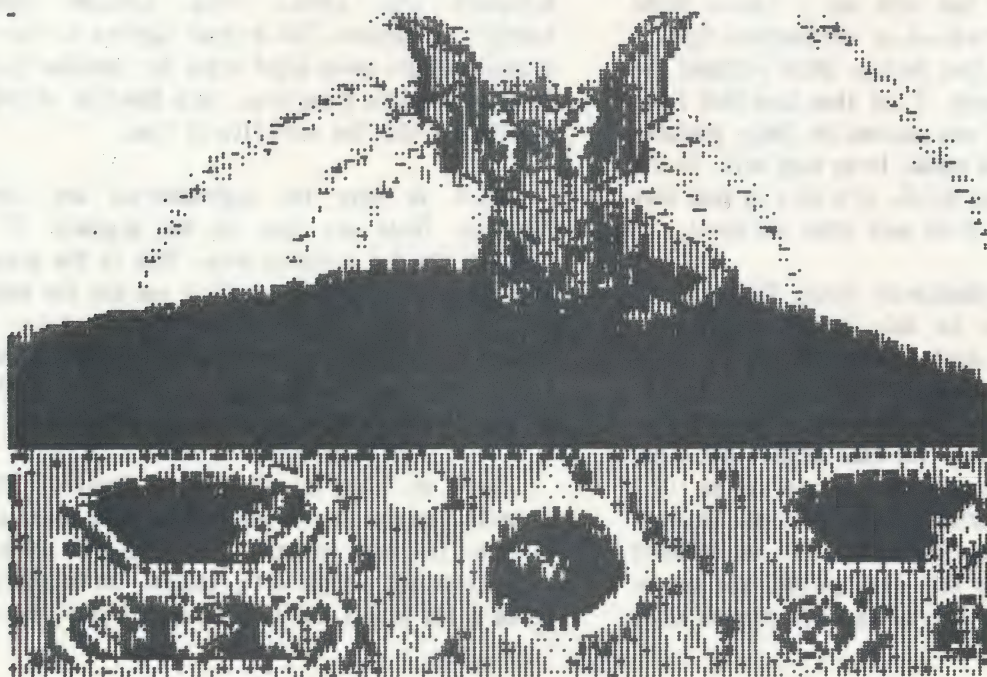
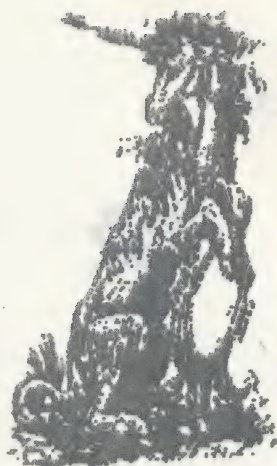
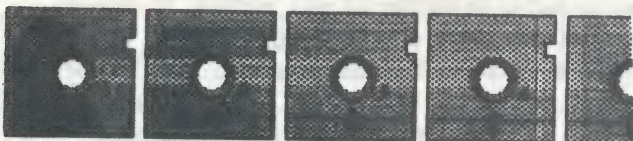
Last we have the Graphics 9 Capture. This is my favorite capture to use but it does take quite a while to perform. You have to wait about a minute and a half for your screen but you get nice results. The Graphics 9 screen is 80 X 192 pixels using 16 shades of grey. In using this

function you must use an object or person that is willing to remain motionless for the minute and a half needed. The best way around this is to use the pause function on your VCR after video taping a couple of feet of your subject. This works out fine and you will be quite impressed with the results.

The other functions on the Computer Eyes menu are View present image, and a way to save and load your pictures. As long as you save your pictures with descriptive file names so you know what graphics mode they are in, you shouldn't have too much trouble in using this program.

On the whole, I enjoy this program, it's another way to make use of your computer and your video system. The Computer Eyes program comes on an un-protected disk which I feel is great as I like to use a double density DOS and back-up my disks in case of a disk crash. I have my Computer Eyes disk in Sparta DOS with a Ram Disk so while my VCR is in the pause mode I don't have to wait to save my captures. The program is also in listable basic so you can make changes if you wish. I am going to change the menu to show which graphics mode you are dealing with in each capture. Buy it, you'll like it.

(rating: 4 1/2 disks out of 5)





CHAT CALL

by
Sysop-Rich

Would anyone out there like to buy an ST for poor old Sysop-Rich? I didn't think so. But since the use of STs has increased dramatically over the past few months, I thought it was about time for me to bring up the subject here.

The first point is one of compatibility. I would like to know if there are any problems in using the BBS with your ST. Please be specific with the description, including your modem type and which terminal program you're using. Comments here will help all our ST users. I wouldn't mind some comments on cosmetics either. I can't see the BBS in 80 columns, so I have no idea what it looks like (I know, it only fills half the screen). Seriously, if there are any problems or suggestions, let me know.

The second point is about file transfers (up-down loading). First, if you see that I have uploaded the program and have requested someone to let me know if it works, please do so. Without the aid of an ST, I have no way to test some of these fine P/D programs I find on the pay services. That goes for member uploads also. There's always a chance of a bad U/L and I can't test it. So help everyone out and let someone know of a problem.

Have any good public domain programs laying around yourself? We would really appreciate your time spent in sharing it with the rest of us. My only request here is that you use the LIAUG BBS standard ST filename extenders (listed below). The BBS is set up to acknowledge an ST program ONLY if the extender starts with 'ST' (kinda logical...).

Here's an example: Suppose you have a great disk directory printing program. It works as a desk accessory, so you have called it 'DIRPRINT.ACC'. That's great for your ST, but not so good for the BBS. The correct filename for the upload would be 'DIRPRINT.STA'. The 'ST' means it's an ST program and the 'A' means it's an Accessory. Simple... Of course this means that you can't use an extender that starts with 'ST' if it's an 8-bit program. Can't have everything!

I'm always open to a good suggestion (we even love the bad ones). So, if you have any ideas, or a program that doesn't fit our current extenders, just let us know in your next log-off or message. I know there are a LOT of ST users on the BBS and I doubt that all of you know everything there is to know about these great machines. How about an ST message base? If there is enough interest, I'd be more than willing to set it up. For now, you could use the

'Technical Help' base to get together and let me know that an ST base wouldn't go to waste.

Just in case any of you old time 8-bitters are getting worried that I'm planning to cut down on the space for our favorite machines, don't. I have NO plans for getting rid of my 130 and public domain BBSs are THE place for support! In fact, I'm waiting for the release of the new 3 1/2 inch drives so I can add even more space to the BBS (and not just for downloads either). Until next time..... Happy Modeming and have a **HAPPY HOWL-O-WEEN.....**

LIAUG BBS ST Filename Extenders:



- .STB - ST Basic Listing.
- .STC - ST 'C' Listing.
- .STL - ST LOGO Listing.
- .STP - A Compiled and Executable Program.
- .STS - A PASCAL Listing.
- .STA - A Desk-Top Accessory.
- .STT - A Text or DOC File for STs.
- .STD - A Data File.

Please follow these extenders if you are kind enough to upload further ST programs. If you have any suggestions about how to make ST files clearer, please leave them to me in your next log-off. Also, if you are looking for any specific ST programs (public domain only!), just ask, maybe I can find it. If not, try a message to Chris Durante. He's our 16-Bit Librarian and knows a whole lot more about the ST's and their programs than I do. Thanks, and enjoy...





The Run Time Rumor Mill

B:

Louise 'Rona' Sims



Well, (Amazing, isn't it...my very first article ever published also started with 'Well,') it's finally happened! And not only has it happened, but it's also happening en masse. First the equipment, and now the owners themselves are dropping like flies around us!! Fortunately (or unfortunately, as the case may be) this malady seems to be afflicting a select group of individuals. The scientific term for this condition is called 'EPROM Burn-Out'. For those of you who are unfamiliar with the term 'EPROM', it's an acronym for 'Elected Persons Resembling Officer Material!'.

Listen.....

'EPROM Burn-Out' is quite the opposite from EPROM burn-in in that it has little to do with the process of information retrieval, but rather with the attempt to store an infinite amount of bytes into a 1,000 Meg Hard-Head (also akin to stuffing 10 pounds of bologna into a 5 pound bag). This particular type of storage device, or 'B:' device as it is sometimes called, is hard sectored into areas of varying size depending upon individual requirements and is scientifically formulated and preset at the factory prior to delivery. Thus when an area devoted to the Operating System is encroached upon by neighboring files, the results can be disastrous. An EPROM's saturation point and sector layout play an important role in determining how much damage is caused to the central nervous system.

Listen.....

I have gathered a few examples of this ailment in the hopes that one day I will muster together enough courage to send my findings off to the New England Journal of Medicine and make lots of money in public appearance fees. But for now I will be doing a public service by announcing my findings in this rather disreputable second rate newsletter. The names in each of the following case histories have not been changed to protect the innocent. No one ever said that gossip reporting was an honorable profession.

SYSOP/EDITOR-RICH:

It was recently discovered that his Operating System was bordered on one side by the routines used for multi-tasking. If the capabilities of the multi-tasking functions are overburdened, there is a breakdown in the CPU's reliability. While trying to negotiate a five mile printout of some first drafts for the Lighthouse, Rich

attempted to answer a chat call on the BBS. The ensuing crash while trying to bank switch sent Rich tripping over a dead 1050 (see last month's Run Time Rumor Mill for 'Ten Ways to Stack a Dead 1050') and sailing head first into 'Richie's Repair Shoppe'. The effects of EPROM Burn-Out in this case have resulted in chat calls that are no longer answered. Bad, but not that bad.

DA PREZ-JOHN:

I suspect that John's lengthy term in office hasn't affected him the way it would have a lesser person due in part to John's easy going nature and very user-friendly OS. While in most cases EPROM Burn-Out will affect the central nervous system (resulting in a break down of basic motor skills), it sometimes manifests itself in other ways. It would appear that in John's case, his CRC (Cyclic Redundancy Checking) routines have lost some of their effectiveness. A fine example would be his monthly newsletter column. 'Atarian Utopia' is a noble and splendid topic to write about, but I feel that he shouldn't limit his writing talents to just one subject. I, for one, feel very lucky that I find John such a lovable person so as not to be prejudiced by what the ravages of EPROM Burn-out have done to his psyche.

TREASURER/ASST.EDITOR-LOUISE:

There are times when EPROM Burn-Out can cause a great deal of personal embarrassment. Such is the case with Lou's affliction to her Read/Write functions. It seems that her Write Verify is stuck in the off position. This has caused her to mail LIAUG renewal applications to Citibank Master Card and car insurance premiums to new members as thank you notes for joining LIAUG. Phone bills are being sent off as invoices to our commercial advertising accounts. Car loan payment coupons are being mistaken for member renewal forms and are being entered into the group's database (we have a whole slew of members with the name 'Payment \$'). Until Lou learns how to adjust to her newly acquired form of Dyslexia, she has been mailing form letters out with all her correspondence stating that if they are not the proper recipient of said bill and/or letter, to please return in the enclosed SASE to the sender. Expensive, but such are the fortunes of EPROM Burn-Out.

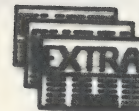
VEEP-JIMBO:

As with John, Jim's OS is also very user-friendly causing his symptoms to be very subtle. Luckily, Jim hasn't been in office as long as some of the others. While he tries to laugh off his symptoms saying that it's just harmless forgetfulness, I say that they are masking the true extent of his illness; EPROM Burn-Out. The area that's been targeted by the disease in his case has been his I/O ports. In the process of transferring information from his 'B:' device to his body, bits of information are getting

lost along the way. This in turn is causing him to misplace bits of his worldly possessions along the way also. Some of the lost items very not overly important, but some of his losses have caused him great hardship (One item being the top of his head....He is now forced to wear a silly hat that was purchased on his last trip to Disney World). Jimbo has my deepest sympathies.

There are other examples that I will not elaborate upon, but certainly as bizarre as some of the other cases. Some of the recently elected EPROMs are showing signs of EPROM Burn-In which is the predecessor of the later disease. It would also appear that there is a direct relationship between the degree of enthusiasm during EPROM Burn-In to the severity of the disease during the EPROM Burn-Out stage of the illness. One would be wise in heeding this not as the insult it appears to be, but rather as the warning that it is intend to be.

Well, till next month (Maybe....If I'm not lynched by the above mentioned recipients of my punny column) and more Macro-Gossip.....Bye!!



Atari Goes Public!

Uploaded by
Jim Woods

ATARI CORP. PRESS RELEASE, Sept. 18, 1986

Atari Corporation (Sunnyvale, CA) announced today that it has filed a Registration Statement with the Securities and Exchange Commission for an initial public offering by the Company of 4,500,000 shares of Common Stock (and up to an additional 675,000 shares that may be purchased by the Underwriters from the Company to cover over-allotments) through an Underwriting group to be managed by PaineWebber, Incorporated. The price range is anticipated to be between \$11.50 and \$13.50 per share, and the offering is scheduled for mid- to late October. A written prospectus with respect to the offering will be available from PaineWebber, Incorporated.

Atari Corporation develops, manufactures, and markets microcomputer systems and software as well as video game systems, designed to offer advanced technology at low prices. The Company's product line consists of the 16/32-bit ST computers, the 8-bit XE computers, and the 2600 and 7800 video game systems, with associated software and accessories.

A registration statement relating to these securities has been filed with the Securities and Exchange Commission but has not yet become effective. These securities may not be sold, nor may offers to buy be accepted prior to the time the registration statement becomes effective. This (communication) shall not constitute an offer to sell or the solicitation of an offer to buy nor shall there be any sale of these securities in any State in which such offer, solicitation or sale would be unlawful prior to registration or qualification under securities laws of any such State.

For more information, please contact Greg Pratt, Chief Financial Officer of Atari Corp. at (408) 745-2349.



WANTED!



FOR IMPERSONATING
AN OFFICER!
IF SEEN, CONTACT
YOUR LOCAL EPROM.



Atariwriter Breakthrough!

By

William Lewis

President, North Shore Atari Users Group

Would you believe that you can do a "mail merge" with Atariwriter? No, I mean Atariwriter, NOT Atariwriter+! Plus you can use up to 4 disk drives! All of this without hardware or software modifications. Well hold on to your socks for I'm going to knock them off.

The secret is control V (^V). Let me explain by having you work up an example.

First we are going to generate a mailing list. Go to CREATE File. Eliminate all of the control codes at the top of the screen. Now type in, say ten names and addresses in this format:

Name
Address
Town
Name
Address
Town
Name
Address
Town



And so on. Notice there are no blank lines between each address. Do not insert one! SAVE this to a disk under the file name DATA.LST (of course you can use any file name of your choice).

Now let's CREATE a form letter. At the top of the letter place your return address. Now for the person who is to get the address;

OPTION & INSERT (for the name) then RETURN.
OPTION & INSERT (for the address) then RETURN.
OPTION & INSERT (for the town) then RETURN.

Now type some kind of letter. Any kind will do. Even telling about the benefits of Atari. Or how you are tired of LILCo's rate hikes.

After you have done this hit the ESC key and get ready to hold onto your socks. Now we are going to PRINT File (make sure your printer is ON-LINE and has paper in it). Now hit PRINT File, you are going to be asked "PRINT WHOLE DOCUMENT Y/N" and you type "Y". Then "NUMBER OF COPIES", and you respond by typing "10" (remember you created 10 names and addresses before).

Now here goes you socks. The printer now prints out your return address then stops. The computer says "MAKE ENTRY AND RETURN". normally you would type in the name followed by the address followed by the town. Instead do a ^V (this will not show up on the screen) D:DATA.LST. Now hit RETURN and go get a soda. When you get back, you will find 10 letters all typed out with different addresses on them! You can use this same method in producing a massive document.

Let's say you are going to type a doctoral thesis on Nuclear power in Russia. As you know you can put just so much into the computers memory before it fills up. Just before you get to this point type your ^V (this time it will show up as a control code) D:DOC.2. Now SAVE this as DOC.1. CREATE DOC.2. Again at the end do ^VD:DOC.3. Continue along this way until the thesis is complete.

Now you can PRINT File. Your thesis will be printed in it's entirety with your using just one Data disk. But what if it uses 2 disks?

Let's assume you have 4 drives. Place your first Data disk in D1, and the second in D2. In the last file on Data disk 1, instead of doing: ^VD:DOC.#, do ^VD2:DOC.#. When your printer prints out the last file from D1, it will now go to D2 and continue printing. This will work all the way up to D4!

Now let's review; CONTROL V dev:filename.ext. That's it. Now for one last goodie, and say good-by to your socks.

Type in this article. Now turn on your second drive and place a formatted disk into it. Hit ESC. Now SAVE File. Now: D2:GOODSTUFF. And the RETURN. This article will now be SAVED on D2. This method also works with LOAD File and DELETE File.

Now after all of that, you can turn off your Atari, get up and go across town to pick up your socks that were just knocked off.





The President's Column
By
John I. Aalto, Jr.



COMPUCULTURE

I've thought about the beginnings of this group and this column will reflect on successes, failures, and futures. In a short two years, as an official group, we have progressed to a point of solid service to our members. As time unfolds and with it the fruits of our efforts I find myself considering the nature of what is a user group. Much of this time we have been a self absorbed group. We have made no real effort to advertise our existence outside of the BBS community. Forgive my bias but we have been interested in building a mature membership of serious users. To this end we have offered discounts made available to us for electronic banking, we have offered top quality public domain programs, worked toward facilitating dialogue and information with both our newsletter and BBS.

In all this we have a vehicle with which we can now organize the next phase of development. Why we took on the name "Long Island" Atari User Group has blessedly faded from my memory. It may have been enthusiasm, delusions of grandeur, arrogance. But I've never forgotten what it implied to me. That we would be a resource for the L.I. Atari community and that we would be founding a computer culture.

Big Problem Number 1. Supporting SIGs. Here's the dilemmas...how to support SIGOPS. Giving them the time without distractions to concentrate and making sure they have the proper equipment set up. While this is a group oriented concern, education and involvement are the essence of our goal. In the last few meetings we have let the demos expand into the time we allot for SIGs, no more. SIGs are essential, sacred and desired. I will try to be thoroughly accessible to SIGOPS. However, a SIGOP is making a commitment, too.

Usually, we have three eight bit systems set up. The neat and quick of it is that those who bring in their equipment have first dibs on how it gets used. If you want a SIG to go as SIGOP you will have to be responsible that the proper array of equipment is available to you. How? Either by confirming it's availability to you from its owner (also confirming compatibilities), by bringing it in yourself, or by dumb luck. Please forget dumb luck. We've had ample attempts at testing this method the result being sporadic and eventually frustrating. Your own equipment insures results. Just remember an extension cord and a

multiple outlet surge protector!



Beyond equipment is consistence of presence. I strongly recommend that you consider an assistant Co-SIGOP. Someone who can keep the SIG going in the event you have to miss a meeting. Their is nothing more arresting than a SIG that finds itself with out an organizer or equipment. Skipping a month seems like forever to the members of a SIG and can be very demoralizing. Co-SIGOPs would do well to have an emergency contingency plan in the event that one can't make it.

Co-SIGOPing helps the group in another way. Our electing officers shouldn't have the effect of killing off a SIG, but who is more likely to get elected than someone who is involved with the group. Co-SIGOPing helps take some of the burden off being an officer and continuity in running a SIG. When I referred to concentrating on a SIG and making sure of minimal interruptions I must confess that I was thinking of Rich Schmitt's desire to run a Fourth SIG conflicting with his general willingness as an officer to talk to those members who bend his ear at the end of our formal meeting.

All in all, this is the area in which the group has to develop most and any input toward creating a learning environment would be most appreciated. May I most humble suggest that one way that a SIG could really dig in and develop is if the SIGOP were to teach an Adult Education class. While it is true members would have to pay a class fee, the fee is minimal and has two basic advantages. Weekly meetings and a location to hold them. So may I suggest that anyone interested in trying this route to get in touch with me. Actually the process is straight forward enough. Contact a school district that has an adult ed. program. Ask to speak with someone involved with the program. Have an idea of what you would like to teach and write a little blurb in the style of the other little blurbs in the catalog. Contact LIAUG so we can support your class by letting members know about your class. Wait to see if enough people sign up for your class and then show up for the amount of weeks you've committed yourself to teach the class.

You may want to start off with just three or four classes in the case of teaching a word processing program or go whole hog for as many as they'll let you have in the case of teaching a language. That's your choice. However, the less classes, the less the sign up fee, allowing you to get your tootsies wet with out a major commitment. Gee, did I forget that you'll make something like ten dollar or so an hour for doing it. Please consider this alternative because quality Atari computing on L.I. depends on just this kind of activity.

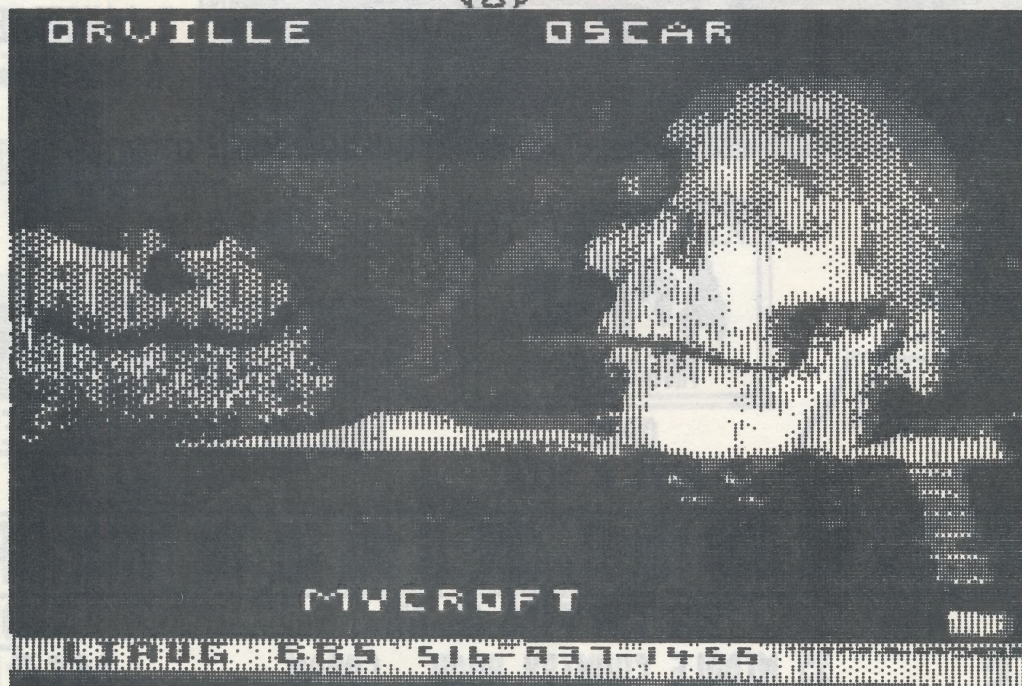
When I referred to us being the "Long Island" Atari

User Group I did so with the perspective that 'here we are hidden away in Smithtown'. L.I. being a sprawling suburban area I am acutely aware that some members travel at least an hour just to get to a meeting. Also, I know that if we were to advertise our existence more openly that we would be inundated at our present location. Hmm...a puzzling koan. To start other chapters may drain off the momentum of our present group. To not expand means that we can't serve the community in ways we would like to. To move is a disservice to those who joined because of our present location.



I think this points to an ethic of mutual aid with other public domain user groups. We are in an excellent position to help other groups on Long Island. My feeling is that several strong groups on Long Island would help promote Atari use in the area, allows a cross pollination of ideas and lowered cost of library disk acquisition, and can act as a safety net in the event that one group has problems and needs a helping hand. I think all this is in keeping with the tradition of the epitome of computing mutual help, the BBS. One comment I remember when I first got my modem is that once you have one BBS telephone number you have them all.

Slowly but inevitably we are the ones who are building a compuculture on L.I.. This is when the foundation is being laid for what will be. If you enjoy your computer as much as I do you should be a part in helping to design what you will hopefully enjoy in the future. I don't MS-DOS. I think the Atari line is amazing for its quality and price. And I offer one strong point to end this column. Support software for the Atari. We recommend programs to help you buy intelligently. We need and want software availability. If you use it, own it!





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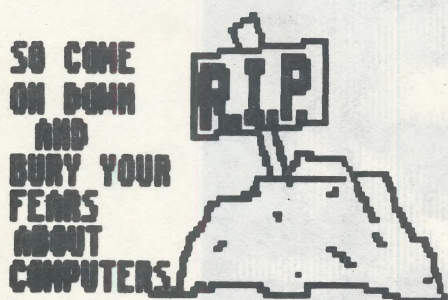


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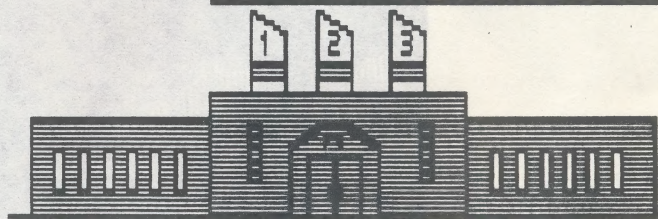
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LONG ISLAND ATARI USER GROUP



'A BYTE ABOVE THE REST'

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Louise Siminoff/Treasurer
P.O. Box 835
Lindenhurst, NY 11757

QUESTIONNAIRE

What kind of demos would you like to see at the meetings ? _____

What languages are you familiar with (including basic) ? _____

Are you interested in learning a new computer language? And if so which language? _____

In what areas would you like to learn more about your computer system? _____

Would you be willing to give a demo on a topic or product that you are knowledgeable in ? _____

Any suggestions or comments ? _____

How did you learn about the LIAUG ? _____

FOR LIAUG USE ONLY:

Rec'd: ____/____/____ Amt: _____ Db: ____/____/____ TYL: ____/____/____

Card: Y / N ML: Y / N Mail / BBS / Meeting

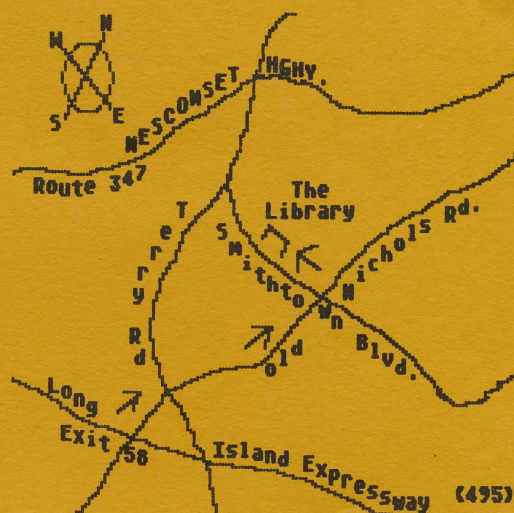
LONG ISLAND ATARI USER GROUP

The Long Island Atari User Group meets on the first Saturday of each month at the Nesconset branch of the Smithtown Public Library. Our meetings are open to all those interested at no charge. They begin at 11:00 a.m. in the Library's Community Room and end at 4:00 p.m. In general, the morning half (11:00am to 12:30pm) is devoted to new computer users. The second half of the meeting (1:30pm to 4:00pm) is dedicated to the more experienced user as well as LIAUG's general business meeting.

Directions to the Library are as follows:

From the Long Island Expressway: To exit 58 North (Old Nichols Road). Continue North for approximately two miles and make a left (West) onto Smithtown Blvd. Continue West for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The Library is located at the West end of the Plaza.

From the Northern State Parkway: Take the Northern State to it's end where it continues East as Veterans Memorial/Nesconset Highway (Routes 347/454). Continue East for approximately two miles and take the left fork (347 - Nesconset Hwy.). Continue for another three miles to Terry Road. Make a right onto Terry Road and take the left fork (approx 3/4 mile) onto Smithtown Blvd. The Library will be on the left hand side approximately one mile from the fork.



The LIAUG Lighthouse
P.O. Box 835
Lindenhurst, N.Y. 11757

TO:

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